SNS-6J-USA

THE LOST DIMENSION IN X

INSTRUCTION BOOKLET

SUPER NINTENDO
ENTERTAINMENT SYSTEM

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Nintendo

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Thank you for purchasing Electro Brain Corporation's original "Jim Power The Lost Dimension in 3D".

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"Jim Power The Lost Dimension in 3-D" utilizes the revolutionary NUOPTIX 3D to combine incredible game action with three-dimensional graphics creating an astoundingly realistic game. The three-dimensional effect is enhanced by the glasses but glasses are not necessary for the virtual effect and is functional on any type of television or video monitor.

Note: The stages "Guardian's Castle" and "Time Tower" do not utilize the NUOPTIX 3D but incorporate the similarly impressive Mode 7 graphics.

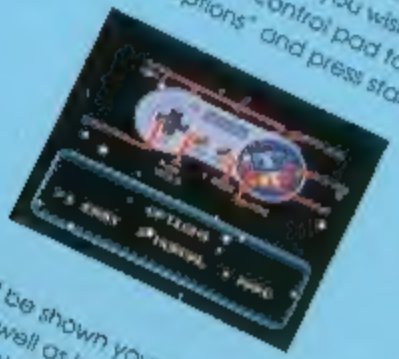
If you do not see the 3D effect:

- Check to make sure that the dark color filter is in front of your left eye.
- You may be one of the 10 % of the population who has little or no 3D vision in everyday life and will therefore have no 3D vision in the game. "Jim Power The Lost Dimension" may still be played without glasses, however.

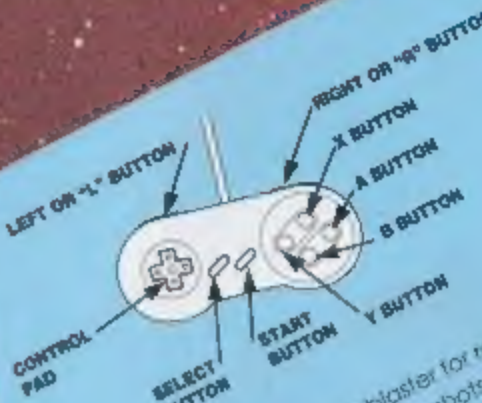
Special Agent Jim Power---The very universe itself is threatened with extinction. An alien force, an evil being called Vaprak, threatens all life in the known universe. This being has ambushed our fleet of warships and decimated them and now promises to annihilate us. Our world, until now, has blocked a rift in a dimensional vortex that walls off billions of his brethren in a fifth and what was of late, a lost, dimension. If he succeeds in defeating us, he will destroy our world and open this rift allowing his brethren to ravage galaxies. Further, this foreign dimension, which our third-dimensional world is unaccustomed to, seems to have a reality distorting effect causing unpredictable mutations on all organic life forms. Vaprak, who we have discovered, serves as a guardian for this portal, has become too powerful for our shattered fleet to attempt a frontal assault; we realize that our only hope is to send in a lone human agent, too small for Vaprak's Omni-eye scanners to detect, to slip past the big lasers and scanners and, hopefully, send him back to the Lost Dimension. We can

equip you with a blaster, a jet pack, a uni-jet when you are underground beneath the enemy scanners, and a gyro-cycle, as well as an energy suit powered with smart bombs; we will try and leave you weapons, but we can guarantee nothing. One more thing, although we feel you have the best chance of success of any of our agents, this route is in some ways more dangerous than a direct frontal assault. We have sent in other agents before you . . . none have ever returned. It is imperative you succeed in this mission, we will not get a second chance. Good luck, Mr.Power, you are our last and only hope.

Insert your "Jim Power The Lost Dimension" game pak into your Super Nintendo Entertainment System and turn the power "On." After the title screen appears, you will see you have three options, Start Game, Options, and Hi-Scores. If you wish to view your options, use the control pad to move the arrow to "Options" and press start.



Here you will be shown your controller functions as well as be able to choose the difficulty level of the game, Easy, Medium, or Hard.



X BUTTON—To use your blaster for rapid fire.
Y BUTTON—For single blaster shots.
B BUTTON—To jump when you are on foot. To give the uni-jet (your spaceship) a power boost.
A OR R BUTTON—To use your smart bombs. Note: if you hold down these buttons you can continue to move; the smart bomb is released when you release the button.
L AND R BUTTONS—Rotates Jim Power left or right when he is seen from the overhead perspective.
CONTROL PAD—Left or right moves Jim Power left or right, down makes Jim Power kneel.
START BUTTON—Pauses the Game
START + SELECT—Quits the game.

When you are ready to begin your mission, move the arrow to "Start Game" and press the Start-button. You will now begin your desperate mission. Before you reach the planet and between each stage we will give you a map.

This map cost many spies their lives but it will show you your location in respect to Vaprak as well as give you an idea of what to expect. When you are ready to begin, press Start.

There are seven check-points marked on the map. At these points we have placed the equipment best suited

for each terrain, some areas must be traveled on foot, some by jet pack or uni-jet, and others on a gyro cycle. We have also commissioned some spies and our very few allies on the planet to hide weapons in weapon pods along the way. These are:

WEAPON POD:
Holds a store of help items

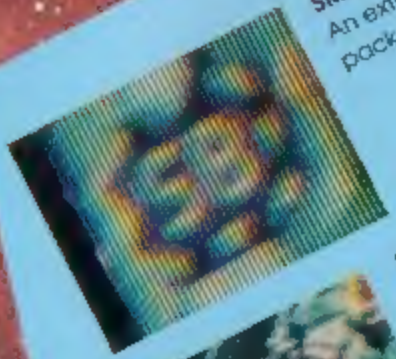
EXTRA LIFE:
Gives you an extra shot at reaching Vaprak.

EXTRA TIME: This is actually a cloaking device.

POWER UP: Modifies your weapon into something more powerful.

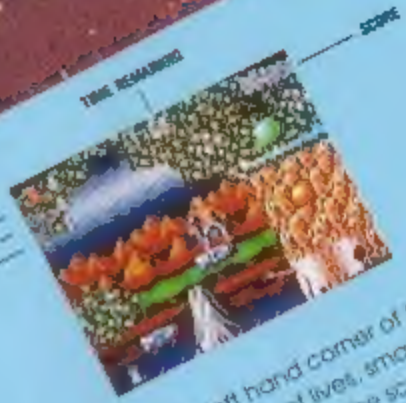
KEY: Opens locked gates and doors.

SMART BOMBS: An extra energy pack for your suit.



SPACE SUIT: Comes complete with a jet pack.

This, also, has cost us a lot of men but no price is too high for, if you fail, the universe is doomed. As you get closer and closer to Vaprak, his defenses will be more and more formidable, so use caution. Between check-points, you will not only get to view the map, but will receive bonus points for time remaining, lives left and gems collected.



Listed in the top left hand corner of the screen is your number of lives, smart bombs and keys. In the middle of the screen is your time and at the top right hand corner is your score.

SCORE- -This is the only way you can rate your performance between stages and previously successful missions and is allotted for defeating opponents, picking up gems and successfully completing an area between check-points.

TIME ---You can't remain too long between check-points or Vaprak's minions will discover you and you will

be eliminated. The clocks (see weapons) are actually power batteries used to recharge your cloaking device and give you more time to complete a phase of your mission.

LIVES —Each time Jim Power is hit by an enemy or falls into a trap, he loses a life. Once his lives and/or all his continues (3) are gone, the game is over. Note on continues: at the end of the game, you are given the option to continue. If you wish to do so, press start when the arrow is on the "yes" option. If you wish to start over, use the control pad to move the arrow to the "no" option and press start. The number of credits represent the number of continues you have left.

SMART BOMBS —Your suit is powered up with enough energy for three bio-charges powerful enough to obliterate almost everything around you. We will try to deliver more energy packs to you along the way.

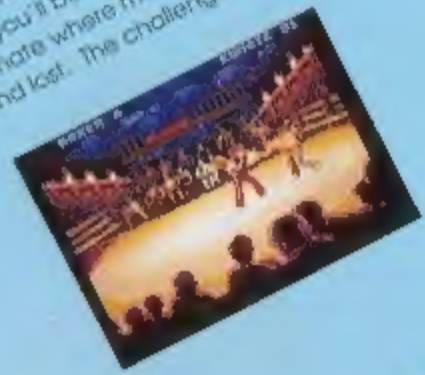
KEYS —You will need this to get past doors and gates, we have hidden the keys to these doors where your enemies won't find them, but there are only as many keys as there are doors so you must find them all

Remember, once again, Mr. Power — you are our last and only hope!

1. Collect gems for extra points.
2. Use your booster when you are in the unit-jet to get out of sticky situations.
3. Save smart bombs until you really need them. Once they run out they're gone for good.
4. Watch for weapon pods as well as keys along the way. They may very often save your skin.

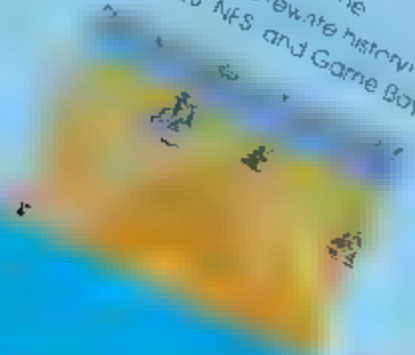
BEST OF THE BEST CHAMPIONSHIP KARATE™

For the Super Nintendo Entertainment System. Nintendo Entertainment System, and Game Boy! Finally, the ultimate martial arts simulation utilizing all styles of Karate and actual digitized graphics of true would-be world champions. Study your opponents and jump into the Training Mode. In the Select Hits Mode choose from over 55 moves and program them into your "style." Take 'em all on, maybe you'll be invited to the no holds barred Kumate where much can be both gained and lost. The challenge awaits!



ASTERIX THE GAUL™

In the year 50 B.C. Gaul was entirely occupied by the Romans. Well not exactly. One small village of indomitable Gauls still held out against the invaders. These courageous, tough stubborn, gregarious, rowdy and merry Gauls are led by the mighty Vitalstatistix and protected by the legendary heroes Asterix and Obelix. Then one day, shocking news came. Obelix has been taken by the Romans and is being led to Rome to be thrown to the lions. poor things. Asterix must search the wide expanses of the Empire and find his friend. travel soon to be Roman Empire and find his friend. Travel Gaul, the Swiss Alps, Greece, Egypt, Rome and more. Fight against pirates and galleys, barbarians and even wild boar. The future of Gaul lies in your hands! Save Obelisk, free Gaul, defeat the forces of Genius Julius Caesar and rewrite history! Available for the Super NES, NES and Game Boy!



BOXING LEGENDS OF THE RING™

For the first time ever, eight of the world's most legendary middleweight boxers, Sugar Ray Leonard, Roberto Duran, Thomas Hearns, James Toney, Marvelous Mann Hagler, Mike LaMarka, Sugar Ray Robinson and Rocky Graziano collide in gigantic proportions in Boxing Legends of the Ring! This is the definitive boxing simulation featuring a revolutionary, in-ring perspective and knockout graphics!

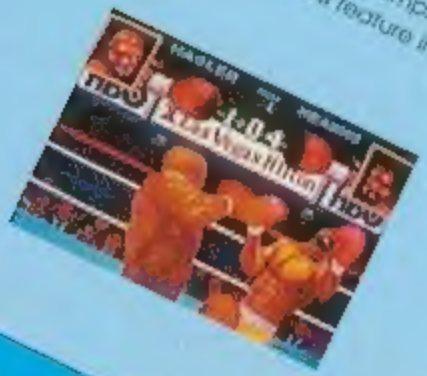
Each fighter uses his own authentic style with seven power packed punches and three pulverizing superpunches in their arsenals. The time to wage war has arrived! Throw uppercuts right or left crosses and devastating body blows! Bob and weave, clinch and block. Analyze the end of the round stats to enhance your performance.

Select from any of these eight legendary fighters or create your own legend. Hone your fighting skills to annihilate your opponents.

BOXING LEGENDS OF THE RING™ (CONT.)

In any of three modes of game play. Select the Exhibition or Career Modes to master the art of boxing. If you earn legendary status you will enter theBattle of the Legends Mode allowing up to eight person simultaneous play against authentic or custom designed Boxing Legends of the Ring!

Do you have what it takes to become a Boxing Legend of the Ring? Accept the challenge, in the end you'll be more than a champion, you'll be a legend! Special Password feature included!



TONY MEOLA'S SIDEKICK SOCCER™

Incredible Mode 7 graphics finally kick-off in the soccer field in the Super Nintendo Entertainment System classic, Tony Meola's Sidekick Soccer! Join Tony Meola and 64 world class teams as they battle it out for soccer domination across the globe. Each team is filled with a roster of incredible players. Icon driven selection screens make Tony Meola's Sidekick soccer easy to play and fun to spend countless hours with. Authentic plays including bicycle kicks, headers, tackles, and goalie dives add incredible realism. Digitized crowd noises put you in the heart of the action! Rough up players, but watch out for the warning cards, take the offensive and show off your awesome footwork, take the defensive and stop your opponent dead in his tracks! Do you have what it takes to bring your team a world class victory? Take to the field, the cup awaits!

COMING ATTRACTIONS

There are many, many more coming your way soon . . . For additional information on these or any of our other titles, please call us at 1-800-232-0324. We look forward to hearing from you!

DEVELOPMENT TEAM

Producer	Laurent Weill
Artistic Director	Christophe Gomez
Development Director	Bernard Aure
Game Design	Guillaume Duball
	Fernando Velez
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SUPER NINTENDO programming	ATI/EID Concept—
	Eric Meters
GAME BOY programming	Jean Marc Lebourg
Graphics	Guillaume Duball
GAMEBOY graphics	Olivier Lebourg
Music and sound effects	Chris Hulsbeck
Testing	Vincent Noret
With	Guillaume Tual
	David Juhens
Thanks to	Doctor Marc Sadoun
	Doctor Ch. Corbe
	L.M. Hohenacker
	Philippe Sebon
	Nathalie Cagossi
	Muriel Elkaim
	Alexis Lessigneur
	Olivier Richez
	Frederic Zimmer

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Electro Brain Corp. warrants to the original purchaser of this Electro Brain Corp. software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Electro Brain Corp. software program is sold "as is," without express or implied warranty of any kind, and Electro Brain Corp. is not liable for any losses or damages of any kind resulting from use of this program.

Electro Brain Corp. agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Electro Brain Corp. software product, postage paid, with proof of date of purchase, at its Factory Service Center.

To receive this warranty:

1. **DO NOT return your defective Game Pak to the retailer.**
2. **Notify the Electro Brain Corp. Factory Service Center at 573 East 300 South, Salt Lake City, Utah 84102 (801-531-1867). When you write to us, please provide us with your phone number and a brief explanation of what appears to be wrong.**

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